Melody Hall

Introduction To
Programming 1™

User's Manual

Beginning Game Design (Lunar Lander)

Beginning Data Base Design

For Commodore 64 and 128 Computers (64K, 40-column)

Loading the Main Menu

1. Turn on your computer, disk drive, printer and monitor.

2. Insert the program disk in your disk drive.

3. Type LOAD":*",8 and press [RETURN].

4. When the word READY appears, type RUN and press [RETURN].

Lunar Lander

This software package will help you learn several key concepts in the art of computer programming. We will take a practical "Hands On" approach by guiding you through the actual design of a computer game.

Full instructions for this program are available in the file called INSTRUCTIONS. To print these instructions, select 1 on the main menu. Make sure your printer is hooked up, turned on and ready to print. Full instructions and program listings for Lunar Lander will then begin printing.

The printed instructions and this manual are designed to be used together. The cursor commands and illustrations in this manual will be referred to throughout the printed instructions.

The following is a list for both cursor commands and graphic symbols that are used throughout the Lunar Lander program listings.

Cursor Commands

When you read:	You type:
[CLR]	SHIFT CLR/HOME
[HOME]	CLR/HOME
[UP]	SHIFT CRSR ↓↑
[DOWN]	CRSR ↓↑
[RIGHT]	CRSR ⇆
[LEFT]	SHIFT CRSR ⇆

Graphics

When you read:	You type:
[RVS ON]	CTRL 9
[RVS OFF]	CTRL 0
[SPACE]	SPACE BAR
[SHIFT M]	SHIFT M
[SHIFT N]	SHIFT N
[WHT]	CTRL 2
[YEL]	CTRL 8

The characters that appear within brackets in the left-hand column, are entered into your program by following the directions in the right-hand column. [HOME] for example, means to press the CLR/HOME key. [DOWN] means to press the cursor up and down key. [UP] means holding down the SHIFT key while pressing the cursor up and down key at the same time.

Anytime there appears a [C=] in brackets, followed by another character, press the Commodore key while pressing the other character at the same time. For example, when you read [C= F], you press the Commodore key and the letter F at the same time; When you read [4 C= P], hold down the Commodore key and press the letter P four times.

Whenever a number appears within the brackets of a control character, that character is then entered that many designated times. [5 SPACES] for example, means pressing the space bar 5 times; [3 C= F] means holding down the Commodore key and pressing the F key three times.

Illustrations

You will be referred to the following illustrations in the printed instructions.

Setting Up Display

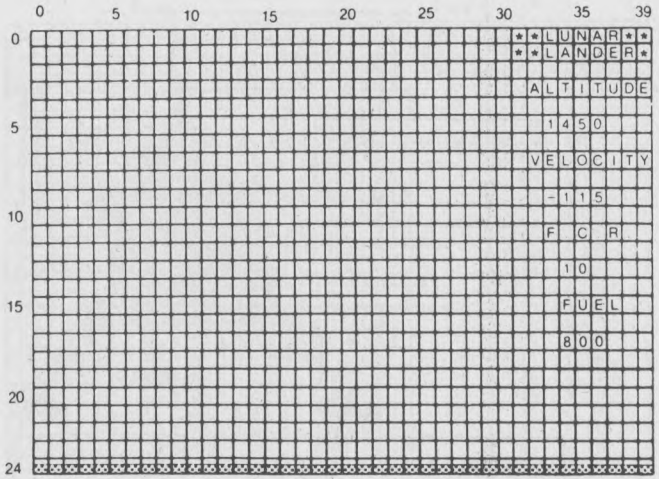


Figure 1

Flow Chart

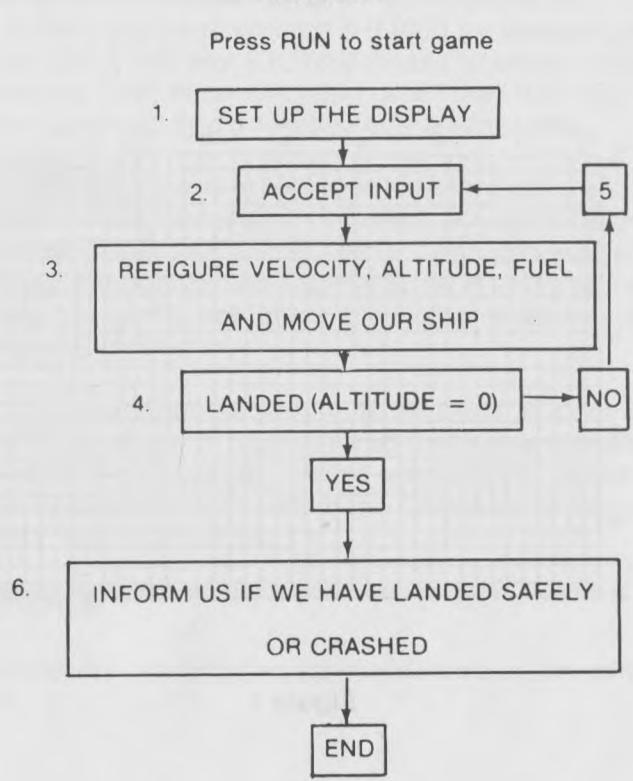
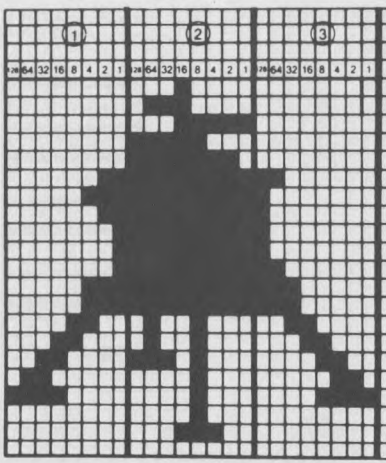


Figure 2



1	2	3
0	16	0
0	112	0
0	31	0
0	248	0
0	254	0
3	255	192
7	255	128
3	255	128
1	255	128
1	255	128
1	255	192
7	255	224
7	255	224
12	76	48
24	76	24
48	76	12
96	236	6
240	12	15
0	12	0
0	63	0
0	0	0

Figure 3

Lunar Lander Display

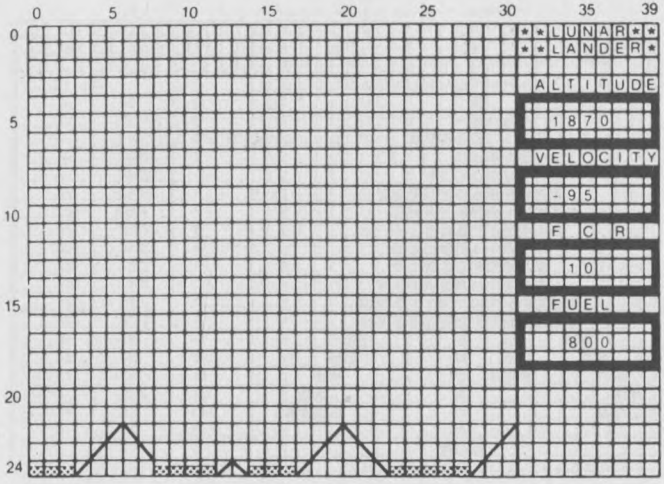


Figure 4

Data Base Design

Instructions and program listings for Data Base Design are located on the back side of the Introduction to Programming 1 disk. Flip the program disk over and insert it into your disk drive. Follow the directions at the front of this manual for loading in the main menu.

To print the instructions for the Data Base Design program, select 1 on the main menu. Make sure your printer is hooked up, turned on and ready to print. Full instructions and program listings will then begin printing.

For entering cursor commands and graphic symbols, use the same list provided for Lunar Lander at the front of this manual.

Illustrations

You will be referred to the following illustrations in the printed instructions.

Menu Display

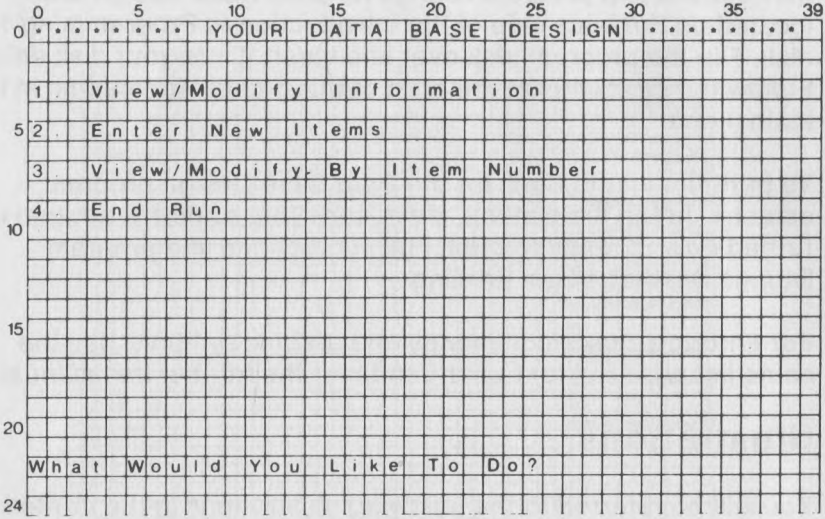

0 5 10 15 20 25 30 35 39
YOUR DATA BASE DESIGN
1. View/Modify Information
2. Enter New Items
3. View/Modify By Item Number
4. End Run
What Would You Like To Do?

Figure 1

Data Storing/Retrieving Display

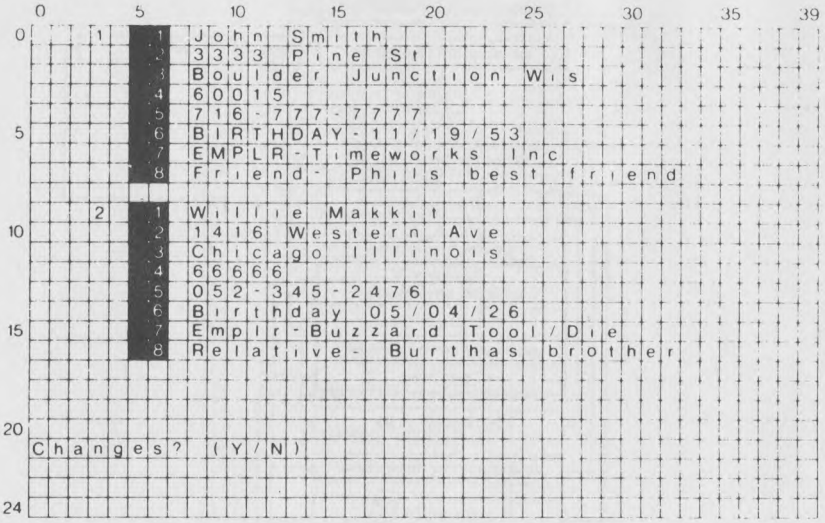


Figure 2

Program

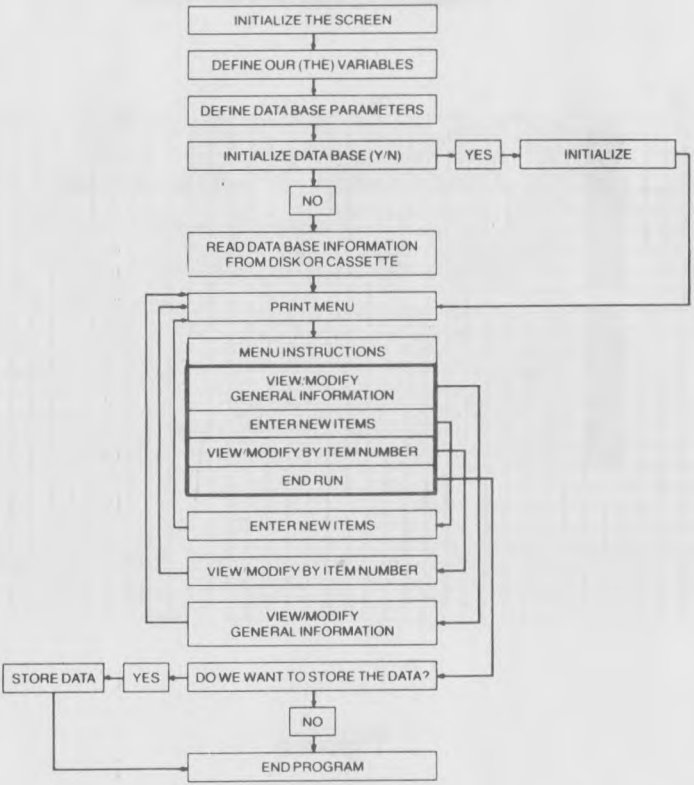


Figure 3

Program

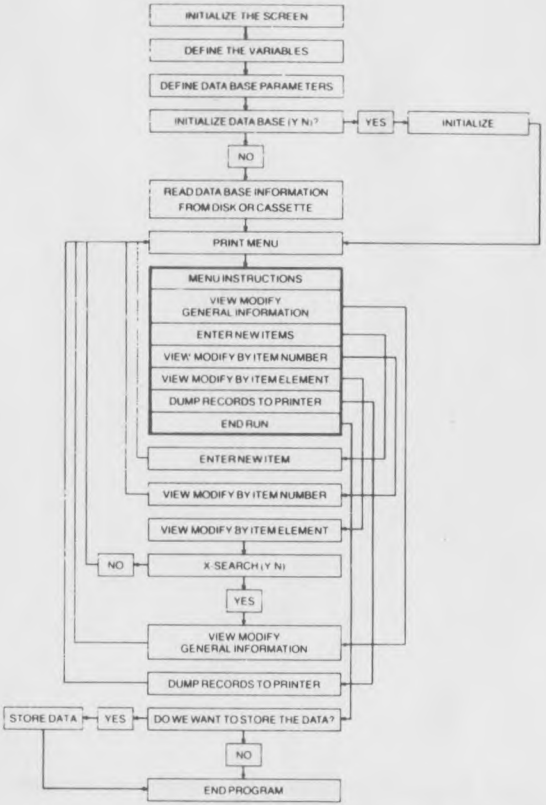


Figure 4

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